



GUIDE

to the GRAND ARMY OF the REPUBLIC

They were the most efficient and deadly fighting force the galaxy had ever seen, yet their history spanned only three brief, bloody years.

By Karen Traviss and Ryan Kaufman
Illustrations by Chris Trevas

THE Grand Army of the Republic was like no other, made up entirely of cloned human men and commissioned in a secret deal 10 years before the war between the Republic and the Separatists even began.

So how did just a few million men form a total strategic, tactical, and operational strike force that spanned more than a thousand theaters of war?

What made them perfect soldiers? How were they trained? How were they organized? What equipment did they use? How did they fight? And—more importantly—who were they as individuals? The history of the Clone Wars is now obscured by time, secrecy, and hastily destroyed records—but this is the true story of the GAR.

CLONES: BRED FOR WAR

Jedi General Arigan Zey summed it up: "Intelligent humans don't need programming. That's why they'll always defeat droids."

Jango Fett's genome proved to be the perfect template for Kamino's cloning experts, giving them ideal genes to work with, although some adjustments were needed to produce a reliable infantry soldier. By manipulating those dominant genes found throughout the diverse ethnic types in the Mandalorian population, the Kaminoans were able to select for behavioral tendencies, such as loyalty, courage, aggression, and a strong sense of discipline.

The selection of those genes, and the removal of the undesirable ones that made Jango Fett a defiant loner—a weakness in an infantry soldier—predisposed the clones to be highly disciplined and willing to follow orders, qualities essential to an effective army.

Genes alone, though, do not dictate behavior or performance. That genetic advantage had to be further developed by rigorous physical and mental training, and constant drill to create disciplined, fit, skilled soldiers. The outcome was as near to the ideal fighting man as was humanly achievable.

These altered clones became the rank and file army, but this genetic type was also used—after highly specialized training—to create the clone commanders and the ultimate special forces four-man squads, the Republic commandos.

A small batch of 100 clones produced from the unaltered Fett genome—the Alpha-class ARC troopers—proved to be as hard to command as Jango, although their unique skills made them ideal special forces troops best suited for operating alone behind enemy lines.

Reconstructed data files suggest that the Kaminoans first attempted to enhance the Fett genome rather than select or remove specific genes, and created 12 prototype ARCs, of which only six survived the gestation process. Those are thought to be the notorious Null ARCs, trained by Sergeant Kal Skirata. Two of the Null-class ARC troopers, N-10 (Jaing) and N-6 (Kom'rk) were the Clone Intelligence Units who located General Grievous on Utapau. They were “black ops” commandos without equal but completely unpredictable and loyal only to Kal Skirata.

NUMBERS

Tipoca City, the lead cloning center, processed the original 1.2 million units of the clone army. But Tipoca City was not the only clone center on Kamino: A second generation of an additional 2 million clones was being grown at Baran Wu and Su Des Stations, in the isolated north of Kamino, for security reasons. In the months following Geonosis, the bulk of these additional clones reached maturity and was deployed as infantry, armored cavalry, starfighter corps, and navy forces. And still more clones were being produced. Some of these newer clones were transferred to secret facilities on Coruscant a year or so after the Battle of Geonosis, accompanied by Kaminoan technicians, in case there were further attacks on Kamino. These clones were raised and trained to become Palpatine's elite shock troopers and 501st Legion.

The strength of the Separatist forces was often quoted as quadrillions of battle droids. How could a relatively small clone army defeat it?

Clones were undeniably superior to their battle droid enemies. Over a six-month period, even rank and file infantry clones averaged over 200 confirmed droid kills per head, and as the troops became more experienced the kill rate increased. The Separatists also lacked the strategic ability and leadership to deploy their forces effectively, so their numerical superiority was wasted; but the Republic's Jedi Generals were advised by Mandalorian mercenaries as well as by the Republic's best military historians and theorists.

Additionally, the GAR's special forces inflicted repeated sabotage on Separatist factories, and as a result a significant proportion of the droid army was either half-complete or incorrectly assembled. This was the most extreme example, as Jedi General Iri Camas described it, of “getting more clout per credit”: A very small force of a few thousand special forces commandos effectively rendered billions of droids useless.

MAKING THE MAN: SELECTION AND TRAINING

All clone soldiers received flash-learning training in core military skills, such as weapons handling, tactics, and drill. ARC troopers and Republic commandos received additional separate, specialized training. Jango Fett trained the ARC troopers personally and then secretly recruited a hundred experienced Special Forces veterans to train the Republic commandos.

Although the clone infantry army didn't receive personal specialized instruction, rigorous training in both the classroom and in live-fire exercises produced highly skilled men. Within Kamino's stilt cities, huge simulators provided a wide range of combat scenarios and environments from urban warfare to amphibious landings and classic ground assaults.

Clone sergeants, lieutenants, captains, and majors were flash-trained for leadership as were the clone commanders. But some ARC troopers, including Alpha-17, returned to retrain commanders in ARC skills, encouraging independence and daring. Commanders rotated through the intensive program and upon graduation were given the title ARC commander, returning to their units to transfer those skills to their assistants and officers.

Kal Skirata, Walon Vau, and Rav Bralor were among the 75 Mandalorian mercenaries in the group of 100 recruited by Fett as training sergeants for the elite Republic commandos program. Although Republic commandos were as genetically altered as the clone trooper cadre, they underwent separate training from early childhood in close-knit “pods” of brothers with each “batch” of 25 or 26 squads under the supervision of a single training sergeant.

The training sergeants were known in Mando'a as the *Cuy'val Dar*, Those Who No Longer Exist, because the secrecy of the project meant that they had to disappear indefinitely; not even their families, if they had them, knew where they had gone. Many were presumed dead. The survival rate of the Mandalorians' trainees in combat was significantly higher than those trained by non-Mandalorian sergeants, although all 10,000 Republic commandos proved to be of the highest caliber.

Nevertheless, half of them were killed in the first few months of the war, largely due to being deployed initially by inexperienced generals as infantry troops rather than as Special Forces. A rapid change of policy resulted in greatly reduced casualties and a 90 percent success rate in achieving objectives.

The Republic commandos were the only true commando force in the GAR, although a number of clone troopers were also trained in commando skills. They and the ARC troopers were often loosely but inaccurately referred to as commandos—something the “Shiny Boys” tolerated with grim good humor.



IMPERIAL SHOCK TROOPER



TRADITIONS AND ETHOS: THE MANDALORIAN HEART

With Jango Fett and so many Mandalorian training sergeants responsible for shaping the GAR, the *Mando* culture—its ethos of brotherhood, endurance, and loyalty as well as its language and traditions—played a major part in the esprit de corps of the Republic commandos and ARC troopers.

The effect was far more diluted in the largely flash-trained ranks of clone troopers, but the army's anthem, *Vode An* (Brothers All), adapted from a traditional Mandalorian marching chant, was known to most, and its stirring notes boosted morale on many a battlefield. The Grand Army's motto was also rendered in Mandalorian: *Darasuum Kote*, or Eternal Glory.

The irony of that motto was not lost on men genetically altered to develop at twice the normal rate and die so young, if they survived the war. But, like truly professional soldiers, they accepted it as their lot and served proudly.

ORGANIZATION: ORDER OF BATTLE

The Grand Army was split into two separate Orders of Battle (ORBATs)—regular forces and special forces—with significant differences in numbers.

Although the GAR underwent many changes in the three years of the Clone Wars, the structure of the regular army remained relatively unchanged and even continued on into the Imperial era.

REGULAR ARMY: STRENGTH AND COMMAND STRUCTURE

GRAND ARMY

10 Systems Army + additional (3,000,000) with the Supreme Chancellor and Commander in Chief

SYSTEMS ARMY

2 Sectors Army (294,912) led by a High Jedi General (Council Member)

SECTOR ARMY

4 corps (147,456) led by a Senior Jedi General (Jedi Master)

CORPS

4 legions (36,864 troops) led by a Clone Marshal Commander and a Jedi General

LEGION/BRIGADE

4 regiments (9216 troops) led by a Senior Clone Commander and a Jedi General

REGIMENT

Battalions (2304 troops) led by a Jedi Padawan Commander

BATTALION

4 companies (576 troops) led by a Major

COMPANY

4 platoons (144 troops) led by a Captain

PLATOON

4 squads (36 troops) led by a Lieutenant

SQUAD

9 troopers led by a Sergeant

SPECIAL FORCES

The highly independent Republic commandos required almost no direction from Jedi command and were largely self-directing when given broad objectives. This greatly increased their "clout per credit" by freeing up many Jedi for duty with the regular army.

SPECIAL FORCES: STRENGTH AND COMMAND STRUCTURE

SPECIAL OPERATIONS BRIGADE (SO BDE)

10 battalions, or 5000 men, commanded by Jedi General Arligan Zey, made up of 10 commando groups by one year after the Battle of Geonosis

COMMANDO GROUP

500 men, or 5 companies, the equivalent of a regular army battalion, commanded by junior General, Bardan Jusik (Jedi Knight)

COMPANY

100 men, or 5 troops

TROOP

20 men, or 5 squads

SQUAD

4 men



CLONE COMMANDER CODY

LEADERSHIP

As the newly qualified ARC commanders returned to the field, they began to personalize their armor and add kit, such as the ARC kama and pauldron as well as peripherals like macrobinoculars.

Clone Commander Cody and others allowed their assistants and honored soldiers to wear ARC armor as well. These ARC commanders also instituted battlefield promotions to reward bravery and loyalty, and maintain troop morale.

Although each Legion had only one Senior Clone Commander, the smaller regiments and battalions were sometimes led by clone commanders as well. Clone Commander Cody often led the 212th Attack Battalion, and Commander Gree of the 41st Elite was known to take Sarlacc Battalions A and B.

When a Jedi needed a detachment of clone troopers—no matter how small—a clone commander usually accompanied him or her. This tradition of personal escort turned efficiently deadly when Order 66 was given.

The Senate allowed Jedi great latitude in command. Some Jedi Generals led from remote strategic positions according to ORBAT, but some chose to lead troops into battle personally. Jedi Padawans were accorded the rank of Commander and occasionally forced into the front lines as on Jabiim with tragic results.

The Jedi were also free to reassemble the Corps and Sector Armies into Fleets (such as Coruscant's Home Fleet) when naval maneuvers were necessary. The highly adaptable clone armies acted as both navy and army,

but as the war dragged on, the Jedi began recruiting non-clone leaders for special naval service as well as ordering a significant batch of Kaminoan clones for flash-training in the old Corellian methods.

SPECIAL UNITS

As the Grand Army spread across the galaxy, ARC commanders and Jedi generals soon saw the need for specialized battalions and divisions. The Galactic Marines (officially a Corps division in the Outer Rim Sector Army) were established under Commander Bacara and General Ki-Adi-Mundi as a rapid reaction force.

Commander Gree's 41st Elite quickly became known as hostile terrain specialists as well as alien recruitment and counter-insurgency experts. A small group of specialists, Squad Seven, was formed by Alpha-17 to accompany ranking Jedi on any type of mission. The Squad comprised the best cross-trained ARC commanders, pilots, marines, sea-troopers, demolition specialists, and snipers, and accompanied Obi-Wan Kenobi and Anakin Skywalker on several missions. Commanders Cody and Oddball often led the Squad, although Major Jorir (CT-43/76-9155) handled the Squad's day-to-day operations.



GALACTIC MARINE

SPECIAL UNITS: DIVISIONS

327TH STAR CORPS

The 327th Star Corps fought at the Battle of Geonosis and have remained active ever since. Their name was derived from the actions they engaged in on the Outer Rim, never seeing Coruscant and rarely stationed in one place for more than a week. The 327th has seen action on New Holstice, Honoghr, Felucia, Anzat, and Dromund Kaas.

Aayla Secura was assigned to the Corps after her mission to Hypori and forged a close relationship with Commander Bly. Due to his ARC training, Bly had misgivings about Aayla's Jedi way of doing things, but over time he came to understand her strategies.

GALACTIC MARINES

The Galactic Marines were originally the 21st Nova Corps of the 4th Sector Army (Outer Rim). Under the leadership of General Ki-Adi-Mundi and Commander 1138 "Bacara," the 21st Nova was made independent and became known as the Galactic Marines. Deployed at Rhen Var, Aargonar, Boz Pity, and Mygeeto, the Marines specialized in boarding and capturing enemy starships as well as planetary assault.

The Marines were distinguished by their distinctive visor gear: a synthemesh designed to keep out sand, snow, ash, and airborne fungus. Bacara was one of the most outspoken and independent of the ARC graduates,



COMMANDER BLY

and demanded the absolute best of his men. He would unilaterally reassign soldiers who did not meet his expectation, much to the consternation of General Ki-Adi-Mundi. The two men maintained a respectful but contentious relationship, right up until the Battle of Mygeeto.



COMMANDER GREE

deployed their troops in unimaginative but immense columns of infantry, which enabled the lancer battalions to slice through the ranks and enable the Republic's turbolaser batteries time to pummel more hardened targets.

RIF

The self-sufficient infantry clone soldier was issued with a DC-15 rifle or blaster, two Merr-Sonn V-1 Thermal Detonators, two concussion grenades, an ECD (anti-droid) grenade, and a personal medpac containing synthflesh and bacta.

The DC-15 rifle, used so effectively at Geonosis, could demolish a super battle droid at 200 yards. The DC-15 blaster—a rapid-fire, direct-assault weapon—was a short-stock repeater used by troops on special assignment.

The old but reliable grenade, the Merr-Sonn Thermal Det, was used by both clone and droid armies, although Merr-Sonn denied selling arms to the Separatists.

BlasTech's ECD grenades were built to disrupt droid neural networks but also had the unfortunate tendency to "backsplash" and momentarily disrupt Phase I and II clone helmets.

Although most platoons had at least one clone medic, all soldiers carried synthflesh and bacta for minor first aid, and the clone armor body glove could keep all but the most catastrophic injuries contained until medics arrived.

LOGISTICS AND TRANSPORT

During the 10 years of secrecy surrounding the Kamino clone project, Rothana Heavy Engineering (a subsidiary of Kuat Drive Yards) was the only firm contracted to build vehicles and equipment. The firm constructed an entire fleet without anyone's knowledge. Rothana continued to build heavy weapons for the Republic during the war, continually updating and renewing

41ST ELITE

The 41st Elite were a Legion out of the 9th Assault Corps, under the command of Luminara Unduli and Commander Gree. They specialized in long patrols on alien planets, often operating in primitive and grueling conditions, in "hearts and minds" operations to forge alliances with native populations. Commander Gree became an expert on alien species and customs. The 41st maintained a large armory with standard Phase II armor as well as scout armor for jungle duty. They also pioneered the use of AT-RTs and Juggernauts for reconnaissance as well as infantry charges.

LANCER BATTALION

In the age of advanced turbolasers and ion cannons, sending troops to physically engage the enemy in close-quarters battle still had its value. The Republic maintained several battalions of clone lancers with Verpine power-lances and Aratech 105-K lancer bikes

to engage the droid armies in unconventional attacks. Most droid commanders

old designs, but the Republic actively sought new contracts and relationships with other weapons and equipment manufacturers. These new contracts account for the diversity of design seen at the close of the Clone Wars.

Much has been written about LAAT/i gunships and the Acclamator and Venator-class cruisers, but little note has been made of two workhorses of the GAR: the LAAT/c and the Republic drop ships.

LAAT/C CARGO TRANSPORT

The cargo transport variant of the much-loved "larty," as many clones called it, was deployed at the Battle of Geonosis. The ship's main function was to lift and deploy nonrepulsor vehicles as large and heavy as an AT-TE, but the bay could be stripped to take up to 50 clone troopers. It became a welcome sight on the battlefield as a casevac vessel (casualty-evacuation).

REPUBLIC DROP SHIPS CR20 AND CR25

The Republic purchased surplus craft and adapted the Corellian Engineering Corporation CR20—based on the tri-engine Republic cruiser—as a lightspeed-capable drop ship. Smaller than an Acclamator and bigger than a gunship, the CR20 and its counterpart, the CR25, allowed low-volume troop movement through hyperspace and to ground targets. The Republic commandos and Galactic Marines favored the CR25, which added cargo space for four to eight LAAT/i gunships and had special defensible ports for zero-g space debark.

SPECIAL KIT

DC-17 HAND BLASTER

Many captains and commanders also carried the DC-17 hand blaster, based on the core components of the DC-17 Republic commando rifle. The grip, barrel, and shell are completely different: Clones know the difference, but outsiders often scratched their heads. Commander Bly was known for carrying two krayt pearl-handled DC-17 pistols.

KAMA

Although inspired by the Thyrus Sun Guard belt-spats, kama were more traditionally associated with Mandalorian warriors. Via Alpha and the ARCs, the clone commanders popularized this flexible anti-blast armor. Republic leadership was reluctant to allow widespread use of the potentially controversial symbol until it was pointed out that the kama was also worn by indigenous Republic fighters of Rotas V.

The sturdy leather kama, often derided as a "skirt" by the regular army, protected a man's legs against crippling injury from shrapnel and debris kicked up by battlefield explosions. The jet troopers also found kama to be an excellent shield against rocket down-wash.

JETPACK

True to Jango Fett's spirit, clones made extensive use of jetpacks, rocket packs, and gliders. All clones were trained to use gliders, both as a means of insertion into enemy territory and as an escape from compromised aircraft. The jetpack and rocket pack troopers were given special training and often incorporated their jetpacks into their battle tactics, mounting daring charges and ambushes in the old Mandalorian style. The 327th Star Corps were the pre-eminent rocket troopers of the GAR.

UNSTABLE TERRAIN ARTILLERY TRANSPORT

Specially developed for the varied terrains of the Clone Wars, the UT-AT was a favorite of Jedi General Ki-Adi-Mundi and Clone Commander Bacara. The UT-AT carried a bomblet-generator capable of launching a hailstorm of electrostatic and ion-charged chaos on droid armies. This tactic enabled Bacara's Marines, in their Phase II hardened armor, to advance through the barrage and finish off the incapacitated droids.

HEROES OF THE CLONE ARMY

Much has been written about the exploits of Clone Commander Cody, Alpha-17, and a handful of other clones. But the war produced many heroes, some not so well known. Some names were recorded, but the many acts of individual valor by rank and file clone troopers—and the anonymous Republic commandos operating behind enemy lines—have so far been lost to history.

CAPTAIN FORDO (ARC-77)

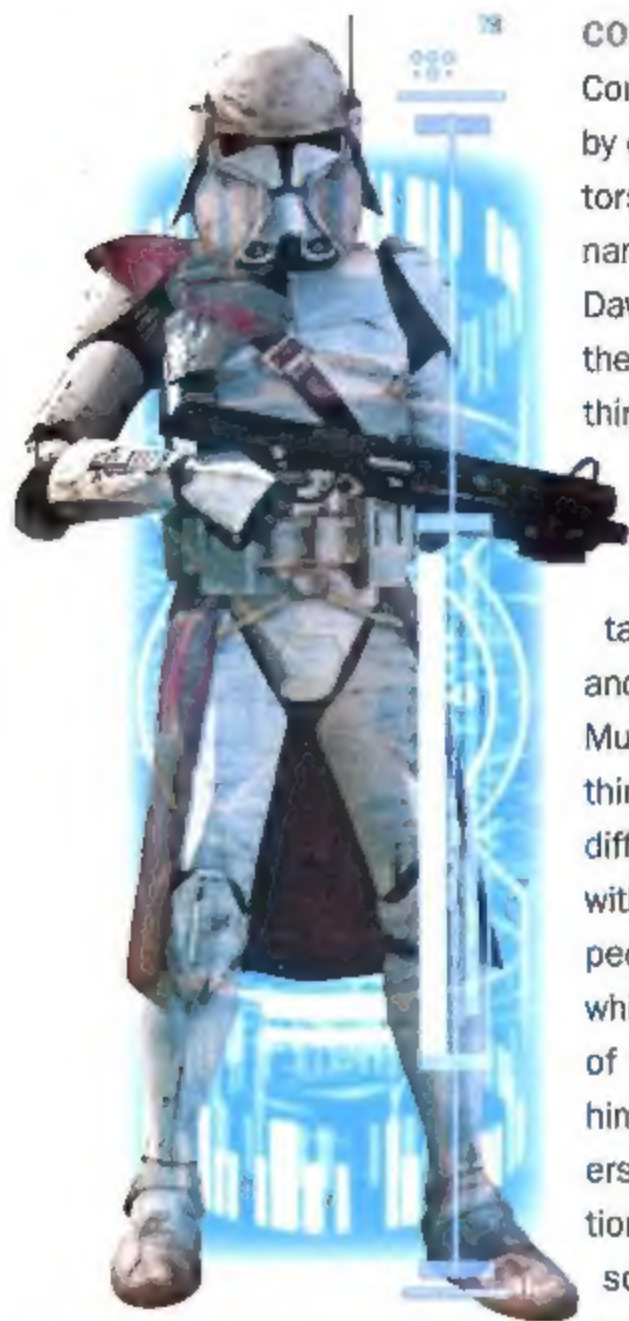
Captain Fordo led a multicloner task force known as The Muunilinst 10 to capture a Separatist artillery emplacement at Muunilinst. For that operation, he was given the title Task Force Commander (not a rank, but a title), and though shot down in enemy territory, Fordo led a squad of two ARC lieutenants and seven infantry clones to the headquarters of San Hill. With Obi-Wan Kenobi, they captured the Separatist leader and defeated bounty hunter Durge in combat.

He then led 10 lieutenants in an emergency rescue of several Jedi at Hypori. Utilizing the aggressive over-the-top tactics he had become famous for, Fordo included one ARC heavy gunner and a battlefield-issue quad gunner. Captain Fordo favored sheer firepower over fancy strategy, and subtlety was never his strong point.

For his efforts, Captain Fordo was awarded the Chancellor's Service Medal, which he refused and transferred posthumously to CT-43/002, a fallen member of The Muunilinst 10.

COMMANDER BACARA "1138"

Commander Bacara was originally trained by one of the few non-Mandalorian instructors, an ex-Journeyman Protector named Cort Davin from the Concord Dawn system. Bacara drew from the traditions of the Protectors, thinking himself a man of law and order. An early graduate of the ARC program, he showed an unusual talent for aggressive tactics and strategy, and even Ki-Adi-Mundi regarded him as something of a prodigy. Bacara found it difficult to converse in Mandalorian with his brethren as he learned the peculiar dialect of Concord Dawn, which used words like "tat" instead of "vod" for "brother." This made him one of the more solitary commanders, although he maintained a close relationship with Commander Neyo. The two soldiers developed special tactics and attack patterns for use with the new BARC speeder bikes.



COMMANDER BACARA





SERGEANT FOX CT-0000/1010

Sergeant Fox was stationed on either Coruscant or Centax 1 with the 501st Legion for almost his entire career. He worked frequently with planetary security and established patrols in the undercity to monitor possible terrorist activity. As a result, he had significant exposure to human and alien civilians, and the rhythms of life outside the clone army.

Fox was also fascinated by the Journeyman Protectors of Concord Dawn and longed for the war to be over to join civilian life as a Protector. He participated in the attack on the Jedi Temple, but by the time Bail Organa arrived and discovered the slaughter, Fox had lost his stomach for battle. He chased off the Senator and made no attempt to kill him.

COMMANDER DEVISS CT 65/91-6210

Commander Deviss was flash-trained as a Captain and assigned to the 327th Star Corps as leader of K Company. During the Battle of Geonosis, his battalion (Hawkbat) was ordered to march directly into the withering fire of a Separatist spider droid column. Hawkbat was almost completely wiped out, and Deviss risked his life to stay behind in a shallow bomb crater, tending to two critically injured soldiers. For three hours, he defended their position as monstrous spider droids passed overhead. At last, the casvac team arrived. His men were rescued, and Deviss received a medal and a new command.

At the brutal Battle of Altir V, Deviss' Jedi General was vaporized by enemy fire, leaving Deviss to improvise a new plan of attack. Not only did he rally the remaining companies, but he also destroyed a Separatist ion cannon emplacement, opening the battlefield to aerial bombardment and winning the day for the Republic. For this act of bravery and initiative, ARC Commander Bly promoted Deviss to Commander. Deviss was allowed to don the red ARC pauldron and kama, as well as the special macrobinocular helmet attachment.



COMMANDER DEVISS

CAPTAIN "JAG" JAI'GALAAR CT 55/11-9009

Part of the famed CT-5 batch, then-Commander Jai'Galaar proved to be an able and aggressive pilot. But his destiny was to lead not to fly. He commanded the 127th Gunship Wing at Geonosis but was demoted and disgraced during the tragic Retreat at Katraasii. But his bravery and talent were recognized by General Plo Koon, who drafted the Captain as a test pilot for the new ARC-170 fighters. Jag took to the craft with gusto and turned Incom's odd snub-nose into a fierce war machine. Jag was flying wingman for Plo Koon, heading an ARC Wing over Cato Neimoidia, when Order 66 was given. Despite his feelings for the Jedi General, Captain Jag did his duty.

JEDI ERADICATION: ORDER 66

Of all the questions that have been asked about the Grand Army, the one that has provoked the most debate is this: Why did the Grand Army obey Order 66 and wipe out its Jedi commanders largely without protest or hesitation?

Records salvaged from Kamino show that no genetic coding was used to implant obedience to this order. The efficiency with which this order was carried out was due to a genetic predisposition to be highly disciplined—and so to follow orders—that was developed and reinforced by rigorous training.

The clones were trained to put their personal feelings, fears, and needs aside and to obey their superiors instantly—training familiar to soldiers throughout history. That made them the most efficient army in the galaxy. Ironically, it also sealed the fate of their Jedi commanders.

In the words of Sergeant Kal Skirata: "If you sharpen a knife to its limits, you run the risk of cutting your own hand. The knife has no choice but to be as sharp as you made it."

FOOTNOTES

ORBAT with names [Note that division numbers do not necessarily correspond to actual army population. E.g., there are not 326 Star Corps before the 327th. Numeric designators are coded for Internal GAR ORBAT charts.]

TALON SQUAD

9 clone troopers—Sergeant "Green" CT-53/21-8778

2ND PLATOON

4 squads (32 troops, 4 medics)—Lieutenant "Barr" CT-41/14-0301

BACTA COMPANY

4 platoons (144 troops)—Captain "Tyto" CT-52/89-9204

HAWKBAT BATTALION

4 companies (576 troops)—Major "Twelve" CT-12/12-0068

101ST REGIMENT

4 battalions (2304 troops)—Jedi (Padawan) Commander Danyawarra

7TH LEGION

4 regiments (9216 troops)—Senior Clone Commander "A'den" CT-80/88-3009

327TH STAR CORPS

4 legions (36,864 troops)—Clone Marshal Commander "Bly" CT-80/88-2199; Jedi Aayla Secura

2ND SECTOR ARMY

4 corps (147,456)—Senior Jedi General Ry-Gaul.

SYSTEMS ARMY ALPHA

2 Sectors Army (294,912)—High Jedi General Mace Windu

GRAND ARMY

10 Systems Army + additional (3,000,000+/-)—Supreme Chancellor Palpatine